

Lab 3: War Game Test Plan

Test Case	Input Values	Driver Functions	Expected Outcomes	Observed Outcomes
Choosing quit	2	game::initialize() - while loop	Return 0 and exit	Program exits
Invalid input	int 1 or 2 in menu	menu class	Continue to ask user for valid input	Continue to ask user for valid input
Invalid input	non-int char in number of rounds	game::initialize() - while loop	Continue to ask user for valid input	Continue to ask user for valid input
Invalid input	non-int char in die type	game::initialize() - while loop	Continue to ask user for valid input	Continue to ask user for valid input
Invalid input	non-int char in number of sides	game::initialize() - while loop	Continue to ask user for valid input	Continue to ask user for valid input
Printing	Prints Player info after each round	game::printResults()	Prints player info after each round	Prints player info after each round
Printing	Prints final results at end of game	game::initialize()	Prints final scores and winner (if any)	Prints final scores and winner (if any)
User specified rounds	1, 10, 100, 1000	game::initialize()	Continues for the specified number of rounds	Continued for specified number of rounds
Die randomizer	N/A	Die::returnRoll()	Only numbers from 1 to N	Rolled numbers from 1 to N
Loaded randomizer	N/A	loadedDie::returnRoll()	Only numbers from 1 to N	Rolled numbers from 1 to N
Loaded randomizer	N/A	loadedDie::returnRoll()	If result exceeds N, set as N (maximum value)	Set to N
Die vs loadedDie	10 sides each, 100 sides each	returnRoll() in both classes	loadedDie would likely always win	loadedDie consistently won.
Different Sides	3 vs 30, 100 vs 5, 100 vs 1000	Die and loadedDie ()	Higher random nums if die has more sides	Higher random nums for die with more sides.
Final Results	N/A	game::initialize()	Calculates and print final scores	Printed final scores
Final Results	N/A	game::initialize()	Prints winning or draw messages	Printed winning or draw message depends on score